**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

<u>Listing of Claims:</u>

Claim 1 (Currently Amended):  A gaming apparatus, comprising:

a cabinet having a front face;

a gaming display supported inside the cabinet and positioned adjacent the cabinet front face, the gaming display being operable to generate images; and

a controller operatively coupled to the gaming display, the controller comprising a processor and a memory operatively coupled to the processor,

the controller being programmed to allow a person to make a wager,

the controller being programmed to cause an image associated with a game to be generated on the gaming display,

the controller being programmed to determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game, and

the controller being programmed to display on the gaming display a plurality of playing cards where the playing cards change in a predetermined, non-random sequence at a predetermined speed from displaying one of card backs and card fronts to displaying a portion of a display object inside the playing cards wherein the portions of the display object create [[an]] <u>a single</u> identifiable <u>composite</u> image<u> other than said card backs and said card fronts</u>.

Claim 2 (Original):  The gaming apparatus as defined in claim 1, in which the controller is programmed to cause the playing cards to progressively change from displaying the portion of the display object to displaying one of the card fronts and the card backs.

Claim 3 (Previously presented):  The gaming apparatus as defined in claim 1, in which the controller is programmed to cause the playing cards to change from displaying one of the card fronts and the card backs to displaying the portion of the display object when the gaming apparatus is in attract mode.

Claim 4 (Original): The gaming apparatus as defined in claim 1, in which the controller is programmed to cause the gaming display to display a plurality of games.

Claim 5 (Original): A gaming system comprising a plurality of gaming apparatuses as defined in claim 1, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

Claim 6 (Original): A gaming system as defined in claim 5, wherein said gaming apparatuses are interconnected via the Internet.

Claim 7 (Currently Amended): A gaming apparatus, comprising:
a cabinet having a front face;
a gaming display supported inside the cabinet and positioned adjacent the cabinet front face, the gaming display being operable to generate images; and
a controller operatively coupled to the gaming display, the controller comprising a processor and a memory operatively coupled to the processor,
the controller being programmed to allow a person to make a wager,
the controller being programmed to cause an image associated with a game to be generated on the gaming display,
the controller being programmed to determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game, and
the controller being programmed to display on the gaming display a plurality of keno number spaces in a keno game where the keno number spaces change in a predetermined, non-random sequence at a predetermined speed from displaying keno numbers to displaying a portion of a display object wherein the portions of the display object create [[an]] a single identifiable composite image other than said keno numbers.

Claim 8 (Original): The gaming apparatus as defined in claim 7, in which the controller is programmed to cause the keno number spaces to progressively change from displaying the portion of the display object to displaying keno numbers.

Claim 9 (Original): The gaming apparatus as defined in claim 7, in which the controller is programmed to cause a specific keno number space to change from displaying

the portion of the display object to display a specific keno number when the specific keno number is selected by the game.

Claim 10 (Previously presented): The gaming apparatus as defined in claim 7, in which the controller is programmed to cause the keno number spaces to change from displaying the portion of the display object to displaying keno numbers when the gaming apparatus is in attract mode.

Claim 11 (Original): The gaming apparatus as defined in claim 7, in which the controller is programmed to cause the gaming display to display a plurality of games.

Claim 12 (Original): A gaming system, comprising a plurality of gaming apparatuses as defined in claim 7, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

Claim 13 (Currently Amended): A gaming apparatus, comprising:
a cabinet having a front face;
a gaming display supported inside the cabinet and positioned adjacent the cabinet front face, the gaming display being operable to generate images; and
a controller operatively coupled to the gaming display, the controller comprising a processor and a memory operatively coupled to the processor,
the controller being programmed to allow a person to make a wager,
the controller being programmed to cause an image associated with a game to be generated on the gaming display,
the controller being programmed to determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game, and
the controller being programmed to display on the gaming display a plurality of bingo number spaces in a bingo game where the bingo number spaces change in a predetermined, non-random sequence at a predetermined speed from displaying bingo numbers spaces to displaying a portion of a display object wherein the portions of the display object create [[an]] a single identifiable composite image other than said bingo number spaces.

Claim 14 (Original): The gaming apparatus as defined in claim 13, in which the controller is programmed to cause the bingo number spaces to progressively change from displaying the portion of the display object to displaying bingo numbers.

Claim 15 (Original): The gaming apparatus as defined in claim 13, in which the controller is programmed to cause a specific bingo number space to change from displaying the portion of the display object to display a specific bingo number when the specific bingo number is selected by the game.

Claim 16 (Original): The gaming apparatus as defined in claim 13, in which the controller is programmed to cause the gaming display to display a plurality of games.

Claim 17 (Original): A gaming system comprising a plurality of gaming apparatuses as defined in claim 13, said gaming apparatuses being interconnected to form a network of gaming apparatuses.

Claim 18 (Currently Amended): A gaming method comprising:
causing a video game image to be generated, said video game image representing a game selected from the group of games consisting of video poker and video blackjack,
said video game image comprising an image of a plurality of playing cards,
displaying a plurality of playing cards, the playing cards having card fronts and card backs;
changing a portion of the playing cards from displaying a portion of playing cards to displaying a portion of a display object wherein the portions of the display object create [[an]] a single identifiable composite display object other than said playing cards;
changing in a predetermined, non-random sequence at a predetermined speed an additional portion of the playing cards from displaying a portion of playing cards to displaying a portion of a display object wherein the portions of the display object create [[an]] a single identifiable composite display object other than said playing cards;
determining an outcome of said game represented by said video game image; and
determining a value payout associated with said outcome of said game.

Claim 19 (Original): The method of claim 18, further comprising causing the playing cards to progressively change from displaying the portions of the display object to displaying one of the card fronts and the card backs.

Claim 20 (Original): The method of claim 18, further comprising displaying a plurality of games on the gaming display.

Claim 21 (Currently Amended): A memory having a computer program stored therein, said computer program being capable of being used in connection with a gaming apparatus, said memory comprising:

a first memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to allow a person to make a wager;

a second memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to cause a video image to be generated on a display unit, said video image representing a game selected from the group of games consisting of video poker and video blackjack,

said video image comprising an image of at least five playing cards if said game comprises video poker,

said video image comprising an image of a plurality of playing cards if said game comprises video blackjack,

a third memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to display a plurality of playing cards, the playing cards having card fronts and card backs,

a fourth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to change in a predetermined, non-random sequence at a predetermined speed from displaying the playing cards to displaying a portion of a display object wherein the portions of the display object create [[an]] a single identifiable composite display object other than said playing cards, and

a fifth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to determine an outcome of said game represented by said video image and a value payout associated with said outcome of said game.

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Claim 22 (Original): A memory as defined in claim 21, wherein the memory additionally comprises a sixth memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to progressively change from displaying the portion of the display object to displaying one of the card fronts and the card backs.

Claim 23 (Original): A memory as defined in claim 21, wherein the memory additionally comprises a seventh memory portion physically configured in accordance with computer program instructions that would cause the gaming apparatus to progressively change from displaying the portion of the display object to displaying one of the card fronts and the card backs and to cause the gaming apparatus to progressively change from displaying one of the card fronts and card backs to displaying the portion of the display object when the gaming apparatus is in attract mode.

Claim 24 (Original): A memory as defined in claim 21, wherein the memory additionally comprises an eighth memory portion physically configured in accordance with computer program instructions that would cause the gaming display to display a plurality of games.